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CSCI 201

Group Project

Testing Document

* 1. Pressing each key to ensure movement works properly
     1. W
        1. move up: Pressing w will cause characters to move north and the screen should follow them, staying centered on the character graphic
     2. A
        1. moves left: Pressing a will cause characters to move west and the screen should follow them, staying centered on the graphic
     3. S
        1. moves down: Pressing s will cause characters to move south and the screen should follow them, staying centered on the graphic
     4. D
        1. moves right: Pressing d will cause characters to move east and the screen should follow them, staying centered on the graphic
     5. Combinations of buttons properly allow diagonal movement
     6. Potential problems:
        1. If it doesn’t follow the character (don’t allow this to happen)
        2. If the character hits the end of the movable map (fill in the unmovable area with trees and stuff that you can’t move for)
        3. If it doesn’t move diagonally properly → only moves in one direction for example
  2. Mouseclick fires projectile in direction of mouse’s location
     1. Click to test
     2. Potential problem:
        1. Fires in the wrong direction
        2. Passes through character without inflicting damage
        3. Not passing through character and still inflicting damage
        4. Not disappearing after appropriate time periods
        5. Not disappearing after colliding with player or environment (ex. Wall)
  3. Test damage works properly
     1. Potential problems:
        1. Race conditions: making sure it decrements in the correct order of attack
  4. Test energy meter works properly
     1. Race conditions: making sure it decrements and increments accordingly with time change
  5. Test each item works properly
     1. Effects: When you pick it up, it should activate immediately and run for the appropriate amount of time
     2. Cooldowns: If the power up lasts for 15 seconds, it should actually last 15 seconds
  6. Test each obstacle works as an obstacle
     1. Characters shouldn’t be able to walk through obstacles → will remain in the position that they’re in
     2. Projectiles should disappear if it hits an obstacle
  7. Test statistics are properly stored in the database
     1. Each player should have the correct stats associated with their username
     2. Extracting from database and inputting into database should be fully functional
     3. Should update the information → not use old info
  8. Test player death removes them from the game:
     1. Game should go to end screen after one player dies
     2. A way to test this is to make their life count go to 0 and see that their character disappears
     3. Player should lose access to movement etc when their character disappears from the screen
  9. Test winner
     1. The winner should actually be the winner
     2. At the end of the game, the game should display if you are the winner or not